Graveyard Trespasser



Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser



Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser



Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser



Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast

Graveyard Trespasser

Creature — Human Werewolf

Ward—Discard a card.

Whenever Graveyard Trespasser enters the battlefield or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.

Daybound *(If a player casts no spells during their own turn, it becomes night next turn.)*

3/3

104 R
DBL • EN ✒ Chris Rallis

™ & © 2022 Wizards of the Coast